

AMENDED IN ASSEMBLY MARCH 19, 2013

CALIFORNIA LEGISLATURE—2013–14 REGULAR SESSION

## ASSEMBLY BILL

No. 255

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**Introduced by Assembly Member Waldron**

February 7, 2013

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*An act to add and repeal Article 6.5 (commencing with Section 66065) of Chapter 2 of Part 40 of Division 5 of Title 3 of the Education Code, relating to public postsecondary education.*

### LEGISLATIVE COUNSEL'S DIGEST

AB 255, as amended, Waldron. Public postsecondary education: digital arts pilot ~~program: video games: program.~~

Existing law establishes the segments of the public postsecondary education system in the state, including the University of California administered by the Regents of the University of California, the California State University administered by the Trustees of the California State University, and the California Community Colleges administered by the Board of Governors of the California Community Colleges.

~~This bill would state the intent of the Legislature to enact legislation that would create a digital arts pilot program at California's public postsecondary educational institutions for the advancement of video game creation and design.~~ *establish a Digital Arts Degree Pilot Program at the California Community Colleges and up to 8 campuses of the California State University. The bill would require representatives from the Office of the Chancellor of the California Community Colleges and representatives from the California State University to collaborate with representatives of the digital arts design industry and video game industry for purposes of developing a course of study leading to the*

award of an associate degree and a baccalaureate degree in digital arts on or before January 1, 2015. The bill would request the Regents of the University of California to establish a digital arts degree pilot program at up to 2 campuses of the University of California and to include representatives of the University of California in the development of the digital arts degree course of study. The bill would require the first digital arts degree pilot programs to be established by the start of the 2015–16 academic year and would repeal these provisions as of January 1, 2020. By requiring community colleges to offer a degree program, this bill would impose a state-mandated local program.

The California Constitution requires the state to reimburse local agencies and school districts for certain costs mandated by the state. Statutory provisions establish procedures for making that reimbursement.

This bill would provide that, if the Commission on State Mandates determines that the bill contains costs mandated by the state, reimbursement for those costs shall be made pursuant to these statutory provisions.

Vote: majority. Appropriation: no. Fiscal committee: ~~no~~-yes.  
State-mandated local program: ~~no~~-yes.

*The people of the State of California do enact as follows:*

1     SECTION 1. Article 6.5 (commencing with Section 66065) is  
2     added to Chapter 2 of Part 40 of Division 5 of Title 3 of the  
3     Education Code, to read:

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5             Article 6.5. Digital Arts Degree Pilot Program

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7     66065. (a) The Digital Arts Degree Pilot Program is hereby  
8     established for purposes of offering an associate degree and a  
9     baccalaureate degree in digital arts.

10    (b) (1) The pilot program shall be established at up to eight  
11    campuses of the California State University.

12    (2) The pilot program shall be established at any number of  
13    campuses of the California Community Colleges.

14    (3) The Regents of the University of California are requested  
15    to establish the pilot program at up to two campuses of the  
16    University of California.

1     (c) (1) *On or before January 1, 2015, representatives from the*  
2 *Office of the Chancellor of the California Community Colleges*  
3 *and the California State University, in collaboration with*  
4 *representatives of the digital arts design industry and the video*  
5 *game industry, shall develop a course of study leading to the award*  
6 *of an associate degree or a baccalaureate degree in digital arts.*

7     (2) *The Regents of the University of California are requested*  
8 *to appoint representatives to participate in the development of the*  
9 *course of study described in paragraph (1).*

10    (d) *The first digital arts degree pilot programs in the California*  
11 *Community Colleges and the California State University shall be*  
12 *established by the start of the 2015–16 academic year.*

13    (e) *This article shall remain in effect only until January 1, 2020,*  
14 *and as of that date is repealed, unless a later enacted statute, that*  
15 *is enacted before January 1, 2020, deletes or extends that date.*

16    SEC. 2. *If the Commission on State Mandates determines that*  
17 *this act contains costs mandated by the state, reimbursement to*  
18 *local agencies and school districts for those costs shall be made*  
19 *pursuant to Part 7 (commencing with Section 17500) of Division*  
20 *4 of Title 2 of the Government Code.*

21    ~~SECTION 1. (a) The Legislature finds and declares that~~  
22 ~~California is home to some of the most popular video game~~  
23 ~~developers and titles in the world, and many video game studios~~  
24 ~~require highly talented computer programmers to fill a growing~~  
25 ~~need.~~

26    ~~(b) It is the intent of the Legislature to enact legislation that~~  
27 ~~would create a digital arts pilot program at California's public~~  
28 ~~postsecondary educational institutions for the advancement of~~  
29 ~~video game creation and design.~~